

# **Codex - Chaos Space Marines Angry Anarchist Edition**

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**WARHAMMER**  
40,000  
**FANMADE CODEX**

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## Introduction

Angry codices are an attempt to improve internal and external balance. Check out [the Angry Codex hub](#) for the other angry codices.

This codex will feature heavy revisions of weapon profiles so just remember a las cannon isn't a las cannon and a missile launcher might just be worth taking.

## Disclaimer

Games Workshop in no way endorses this codex nor any of the other Angry Codices. No infringement is intended with this work, nor any other of the Angry Codices. The intent of the angry codices is NOT to make GW go out of business, but rather to improve the quality of the hobby, which leads to a happier and larger player base.

## Editing

Feel free to edit wordings to improve readability. Add anything you like to any of the Angry Codices, except the Angry Necrons, Dark Eldar and Daemons, for these documents you should instead first argue in the discussion page before adding or changing anything. If someone objects to something you have written or changed, you should civilly discuss and prove why your idea is good and how it fits with fluff/is more balanced etc. etc. If no conclusion can be made then the Angry Pirate has the final say, if he does not say anything remove any changes from the official codex. If you don't agree with an edit the Angry Pirate has made you can write in the talk page of the relevant talk page or in my page by clicking the first blue link. [Angry Pirate\(talk\)](#)

Chaos Space Marine Special Rules:

Eye of the Gods Table

- Roll 2d6 and consult the table below:
- **2: Spawndom**

The character is replaced by a Spawn. Place a Spawn model within 6" of the original model with the same mark as the model had (if any). If the model was in close combat then the Spawn is now in that combat.

- **3: Arcane Constitution**

The character and all models in the same unit as the character have the **Feel No Pain** special rule, if the character already has the **Feel No Pain** special rule re-roll this result.

- **4: Iron Flesh**

The character and all models in the same unit as the character have +1 Sv, if the character already has a 2+ Sv re-roll this result.

- **5: Daemonic Resilience**

The character and all models in the same unit as the character have +1 T, to a maximum of T 10.

- **6: Third Eye**

The character and all models in the same unit as the character have +1 BS, to a maximum of BS 10.

- **7: The Eye is closed**

Nothing happens.

- **8: Ungodly Reflexes**

The character and all models in the same unit as the character have +1 WS and +1 I, to a maximum of WS 10 and I 10.

- **9: Fury of chaos**

The character and all models in the same unit as the character have +1 A.

- **10: Monstrous Strength**

The character and all models in the same unit as the character have +1 S, to a maximum of S 10.

- **11: Aura of Chaos**

The character and all models in the same unit as the character have the **Daemon** special rule, if the character already has the **Daemon** special rule re-roll this result.

- **12: Dark Ascension**

The character is replaced by a Daemon Prince. Place a Daemon Prince model within 6" of the original model with the same Chaos mutations, wargear, psychic powers, and upgrades as the model had. If the model was in close combat then the Prince is now in that combat.

Marks of Chaos

A model with mark of Khorne cannot enter a unit with the mark of Slaanesh, a model with mark of Slaanesh cannot enter a unit with the mark of Khorne, a model with mark of Nurgle cannot enter a unit with the mark of Tzeentch, and a model with mark of Tzeentch cannot enter a unit with the mark of Nurgle.

*Mark of Khorne:*

Models with the mark of Khorne have the **Counter-attack**, **Rage**, **Furious Charge**, and **Adamantium Will** special rules.

*Mark of Slaanesh:*

Models with the mark of Slaanesh have +1 Initiative, and the **Crusader** and **Fleet** special rules.

*Mark of Nurgle:*

Models with the mark of Nurgle have +1 Toughness.

*Mark of Tzeentch:*

Models with the mark of Tzeentch gain +1 to their Invulnerable save. Models without an Invulnerable save instead gain a 5+ invulnerable save.

Psychic Powers

All Psykers and Psychic Brotherhoods with the Chaos Space Marines faction must generate at least one power from the discipline of their god, if they have one of the four marks of Chaos. All Psykers and Psychic Brotherhoods with the Chaos Space Marines faction with one of the four marks of Chaos automatically know the Primaris (0.) power from the discipline of their god.

## Discipline of Chaos

### 0. Warp Surge.... Warp Charge 1

Warp Surge is a **Blessing** that targets a model in the Psyker's unit. The target must immediately take a Leadership test, if the test is passed the target regains D3 wounds lost earlier in the battle and gains +3 Strength and Initiative until the start of the next friendly psychic phase.

### 1. Dark Blessings.... Warp Charge 1

Dark Blessings is a **Blessing** that targets the Psyker's unit. All weapons carried by models in the Psykers unit gain the **Shred**, **Soul Blaze** and **Gets Hot** special rules. Models affected by this psychic power suffer an AP - wound for each To Hit roll of 1 they make in close combat, if the To Hit roll is re-rolled then the wound is nullified.

### 2. Chaotic Infestation.... Warp Charge 2

Chaotic Infestation is a psychic power which targets any point within 12" of the Psyker. All enemy units without the the **Stubborn** and/or **Fearless** special rules reduce their leadership by 3 while within 3,5" of the point. All enemy ground units treat all terrain, including open ground within 3,5" of the point as Difficult and Dangerous Terrain. All friendly models gain the **Daemon** special rule while within 3,5" of the point. Friendly models attempting to Deep Strike within 3,5" of the point do not scatter. Remove the point at the start of your next psychic phase.

### 3. Lingering Darkness.... Warp Charge 3

Lingering Darkness is a **Malediction** with a range of 24". At the start of each of your opponents turns the unit must take a Leadership test on 3D6, the unit gains a Dark Token for each point the test is failed by. Control of the unit along with any characters in the unit is immediately transferred to you once the unit's number of Dark Tokens exceeds the highest leadership value in the unit. This power has no effect on models with the **Soulless**, **Synaptic Creature** or **Instinctive Behaviour** special rule.

## Dicipline of Change

### 0. Doombolt.... Warp Charge 1

Doombolt is a **Witchfire** power with the profile given below

	Range	S	AP	Type

Doombolt	24	D	1	Heavy 1, Destroyer
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### 1-2. Boon of Mutation.... Warp Charge 1

Boon of Mutation is a **Blessing** that targets a single friendly Character within 12" the character rolls on the Eye of the Gods table re-rolling results of 2, 7, and 12. The result stays in effect until the end of the game.

### 3-4. Tzeentch' Firestorm.... Warp Charge 2

Tzeentch' Firestorm is a **Witchfire** power with the profile given below

	Range	S	AP	Type
Tzeentch' Firestorm	24	D6	D6	Assault 3, Barrage, Blast, Inferno

**Inferno:** When a shooting attack with this rule causes an unsaved wound, inflict D3 hits with the strength and AP of the weapon fired with this rule. If this causes additional unsaved wounds roll further D3s until no more unsaved wounds are caused or the unit is gone. Remember FNP and Reanimation Protocols are not saves.

### 5-6. Breath of Chaos.... Warp Charge 3

Breath of Chaos is a **Witchfire** power with the profile given below

	Range	S	AP	Type
Breath of Chaos	Template	1	1	Assault 1, Poison (4+), Spawnification

**Spawnification:** After resolving the shooting attack, form a new unit of chaos spawn with a number of models equal to the number of models removed by the shooting attack. The new unit must start in combat with the unit, which was the target of the Breath of Chaos, counting as having assaulted that unit. Place the spawns within 8" of the caster of the Breath of Chaos and within unit

coherency of the newly formed unit, in addition all the summoned spawn must be within 3" of the target of the Breath of Chaos. The summoned spawn count as a summoned unit from the **Daemonology Malefic** discipline.

Dicipline of Plague

*0. Fathers Love.... Warp Charge 1*

Fathers Love is a **Blessing** that targets a single friendly unit within 12". All the units ranged and melee weapons gain the **Poisoned** special rule, those that already have the **Poisoned** special rule (even if only Poisoned (6+)) gain the **Fleshbane** special rule.

*1-2. Curse of Rust.... Warp Charge 1*

Curse of Rust is a **Witchfire** power with the profile below.

	Range	S	AP	Type
Curse of Rust	24	x	2	Assault 1, Graviton, Ignores Cover, Blast

*3-4. Rancid Visitations.... Warp Charge 2*

Rancid Visitations is a **Nova** power which hits all models (friend and foe) within 12". All models hit must take a toughness test or suffer a wound with no saves of any kind allowed.

*5-6. Mortality.... Warp Charge 3*

Mortality is a **Malediction** which targets an enemy unit within 24". The targets Toughness is 1 and its Save is -.

Dicipline of Decadence

*0. Symphony of Pain.... Warp Charge 1*

Symphony of Pain is a **Witchfire** power with the profile below.

	Range	S	AP	Type

Sensory Overload	24	x	5	Assault 10, Blind, Concussive, Pinning, Sensory Overload
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**Sensory Overload:** A unit that is hit by a weapon with this rule must take an initiative for each hit suffered, units with Acute Sense must Re Roll failed Initiative tests. The unit suffers a single wound with AP 5 for each succesful Initiative test. Weapons with this rule have no effect on vehicles.

#### *1-2. Hightened Senses.... Warp Charge 1*

Hightened Senses can either be used as a **Malediction** that targets an enemy unit within 24", or a **Blessing** that targets a friendly unit within 24". The targets initiative is increased to 10 and it gains the Acute Senses special rule.

#### *3-4. Pavane of Slaanesh.... Warp Charge 2*

Pavane of Slaanesh is a **Focussed Witchfire** power with a range of 6". The target must pass a Leadership on 4D6 test or suffer a single wound with no armour or cover saves allowed for each point the test was failed by.

#### *5-6. Death Metal.... Warp Charge 3*

While the psyker insists that it is music Death Metal is a **Nova** with the profile below.

	Range	S	AP	Type
Death Metal	24	x	5	Assault 2D6, Blind, Concussive, Pinning, Sensory Overload

**Sensory Overload:** A unit that is hit by a weapon with this rule must take an initiative for each hit suffered, units with Acute Sense must Re Roll failed Initiative tests. The unit suffers a single wound with AP 5 for each succesful Initiative test. Weapons with this rule have no effect on vehicles.

#### Chaos Warbands

Different chaos warbands often vary widely from eachother. Whenever you include a chaos detachment or formation in your army, you may note down one of the following warbands. Add the relevant warband's special rules and restrictions to the special

rules and restrictions respectively, of the detachment/formation. Models chosen from a detachment or formation treat all models from a detachment or formation from a different warband than its own as allies of convenience rather than battle brothers.

#### *Black Legion Warband*

##### **Restrictions:**

None.

##### **Special Rules:**

- **Preferred Enemy (Armies of the Imperium)**

#### *Crimson Slaughter Warband*

##### **Restrictions:**

You may not include special characters in a Crimson Slaughter army.

##### **Special Rules:**

- **Do You Hear the Voices Too?:** Possessed are Troops instead of Elites. Chosen, Chaos Terminators and HQs can choose to roll on the Vessels of Chaos table, and Possessed may re-roll any roll on the Vessels of Chaos table.
- **Twisting Presence: Fear,** when assaulted by non-Fearless units models with this special rule counts as being armed with defensive grenades.
- **Renegades of the Dark Millenium:** No model in a Crimson Slaughter army may take the **Veterans of the Long Wars** special rule.
- **Relics of the Crimson Slaughter:** You gain access to the following options and add the following to the **Chaos Artefacts** list:

- Blade of the Relentless - 30 pts

Chaos Lord or Chaos Warmonger only.

- Crozius of the Dark Covenant - 30 pts

**Warp-medium:** All models in the wearers unit may re-roll any failed invulnerable saving throws of 2,3,4 and 5.

- The Slaughterer's Horns - 30 pts

The bearer has the **Rampage** special rule.

- The Balestar of Mannon - 35 pts

- Prophet of the Voices - 40 pts

The bearer has the **Daemon** and **Fearless** special rules. Etc. Etc.

- Daemonheart - 50 pts

*Khorne Daemonkin Warband*

### Restrictions:

- No models in this detachment may have marks of chaos except the Mark of Khorne, this means you cannot include units like Noise Marines and Thousand Sons in this detachment.
- All models which can take the Mark of Khorne must do so.
- No models with Mastery Level(s) may be taken as a part of this detachment.

### Special Rules:

- **Daemonkin:** Models with this special rule are treated as having the **Daemon of Khorne** special rule for the purposes of the Blood Tithe table.
- **Blood Tithe**

Each time a unit with the **Daemon of Khorne** special rule is destroyed or destroys an enemy unit you gain one Blood Tithe. You may expend Blood Tithes once per turn during your psychic phase on one of the following rewards.

Blood Tithe Cost	Reward
1	<b>Infernal Contempt:</b> All friendly units with the <b>Daemon of Khorne</b> special rule have the <b>Adamantium Will</b> and <b>Stubborn</b> special rules until the start of your next turn. Note that <b>Stubborn</b> Daemon units do not subtract from their leadership when taking instability tests.
2	<b>Insatiable Bloodlust:</b> All friendly units with the <b>Daemon of Khorne</b> special rule have the <b>Crusader</b> and <b>Furious Charge</b> special rules until the start of your next turn.

3	<b>Unstoppable Ferocity:</b> All friendly units with the <b>Daemon of Khorne</b> special rule have the <b>Feel No Pain</b> special rule, but can only use this special rule against ranged attacks.
4	<b>Apocalyptic Fury:</b> All friendly units with the <b>Daemon of Khorne</b> special rule add 1 to their Attacks characteristic until the start of your next turn.
5	<b>Daemontide:</b> A unit consisting of either 7 Bloodletters, with a Blood Fiend, or 5 Flesh Hounds (controlling player's choice) is summoned (see below) within 12" of any friendly unit with the <b>Daemon of Khorne</b> special rule.
6	<b>Daemontide:</b> A unit consisting of either 8 Bloodletters or 5 Flesh Hounds (controlling player's choice) is summoned (see below) within 12" of any friendly unit with the <b>Daemon of Khorne</b> special rule.
7	<b>Dark Apotheosis:</b> Choose a friendly Chaos Space Marine character with the Mark of Khorne, the chosen character must take a leadership test, if failed, replace the model with a spawn, if passed, replace the model with a Daemon Prince of Khorne with a 3+ Sv. Either way the model must be placed at least 1" away from enemy models and within 6" of the where the chosen Chaos Space Marine character was standing. The model counts as having been summoned using the <b>Daemonology (Malefic)</b> discipline. The chosen character counts as having been destroyed for all intents and purposes, if an independent character was chosen, you gain 1 Blood Tithe. If the chosen character was your warlord, the Daemon Prince now counts as having been your Warlord all along and has the same warlord trait.
8	<b>Unbound Fury:</b> Choose a single Exalted Herald of Khorne remove the model from play and replace it with a Blood Thirster. The Blood Thirster must be placed anywhere within 6" of the Exalted Herald which is being removed and at least 1" away from enemy models. If the chosen character was your warlord, the Blood Thirster now counts as having been your Warlord all along and has the same warlord trait.

- **Note** Models are summoned following the rules for the summoning powers in the **Daemonology (Malefic)** discipline.

*Red Corsairs Warband*

### **Restrictions:**

None.

### **Special Rules:**

- **Outflank**
- **Scout**
- **Pirate Fleet of the Maelstrom:** Units composed entirely of models with this special rule may re-roll failed reserve rolls.

*Night Lords Warband*

### **Restrictions:**

None.

### **Special Rules:**

- **Fear**
- **Terror:** Enemy units in close combat with a unit from this formation must re-roll successful morale and fear tests.
- **Nightbombs:** Any game featuring at least one of these formations use the night fighting rules the entire game, even if all members of this detachment are destroyed.
- **Light and Fast:** You may take one additional Fast Attack choice than is normally allowed. You may take one less additional Heavy Support choice than is normally allowed, in formations which allow for non-specific Fast Attack/Heavy Support choices.

*Alpha Legion Warband*

### **Restrictions:**

- No models in this detachment may have marks of chaos, this means you cannot include units like Khorne Berzerkers and Thousand Sons in this detachment.
- No models in this detachment may have the **Daemon** special rule.
- No vehicles may take the Daemonic Possession upgrade.

### **Special Rules:**

- **Infiltrate and Preferred Enemy (Characters)**

### *Thousand Sons Warbands*

#### **Restrictions:**

- No models in this detachment may have the **Daemon** special rule.
- No models in this detachment may have marks of chaos except the Mark of Tzeentch, this means you cannot include units like Noise Marines and Khorne Berzerkers in this detachment.

#### **Special Rules:**

- **Pushing the Limit:** When manifesting a psychic power you may overcharge it, you manifest warp charges on 3+ but any roll of a double causes a Perils of the Warp.
- **Dustnoughts:** May take Helbrutes, however they lose the Crazy, Daemon and Daemonforge special rules, instead it gains a 4+ Invulnerable save.
- **Spire Guard:** Any unit of Chosen or Terminators may be upgraded to be Brotherhood of Psykers (Mastery Level x) - 20 pts/model. The units Mastery level is equal to the number of remaining models. They know all powers from the **ChangeDiscipline**. In addition all their melee weapons gain the Force type.
- **Mark of the Rubric:** All models, armed with power armour, terminator armour or fleshmetal with the Mark of Tzeentch in this detachment gain a 5+ Invulnerable save, increased to a 4+ by the Mark of Tzeentch.
- **Shitty Smiths:** Chaos Rhinos, included in this formation/detachment, lose the Repair special rule.
- **Eternal Hatred:** Space Wolves have **Hatred (Thousand Sons)**, who likewise have **Hatred (Space Wolves)**.

### *Death Guard Warband*

#### **Restrictions:**

- No models in this detachment may have marks of chaos except the Mark of Nurgle, this means you cannot include units like Noise Marines and Khorne Berzerkers in this detachment.

#### **Special Rules:**

- **Feel No Pain (6+)** or if a model already has **Feel No Pain: Feel No Pain (4+)**

- **Rot Hosts:** Whenever a character with the Mark of Nurgle would be removed as a casualty, before removing him, place the Large Blast marker centrally over him. Resolve it like a shooting attack with Strength 5 AP 4, this has no effect on models with the Mark of Nurgle and models with the Daemon of Nurgle special rule.
- **Toxic Ammunition:** All weapons with bolt in their name have the Poisoned (5+) type.
- **Exercise is Good for You:** Rhinos may not be taken as dedicated transports by Troops choices in a Death Guard Warband detachment or formation.

### *Iron Warriors Warband*

#### **Restrictions:**

- No models in this detachment may have marks of chaos, this means you cannot include units like Khorne Berzerkers and Thousand Sons in this detachment.

#### **Special Rules:**

- **Armsmasters:** Havocs count as troops choices.
- **Meatgrinder:** Each time a unit of Troops, including Havocs, is destroyed roll a D6, on a 5+ they are immediately restored to full strength and put into reserves. Cultists are restored on a 2+.
- **Armoured Assault:** Units of Chaos Space Marines in this detachment may take Rhinos as dedicated transports for 35 points less than normal.
- **Heavy and Slow:** You may include 1 more Heavy Support choice than normal, and 1 less Fast Attack choice than normal, in formations which allow for non-specific Heavy Support/Fast Attack choice.

### *World Eaters Warband*

#### **Restrictions:**

- No models in this detachment may have marks of chaos except the Mark of Khorne, this means you cannot include units like Noise Marines and Thousand Sons in this detachment.
- No models with Mastery Level(s) may be taken as a part of this detachment.

#### **Special Rules:**

- **Fleet, Crusader and Hammer of Wrath** special rules.
- **Khorne's Fury Knows No Bounds:** All Infantry models with this special rule have the **Move Through Cover** special rule.
- **Uncontrollable Rage:** When a unit from this formation is able to assault one or more units in the assault phase, it must take a leadership test, if the test is passed nothing happens, otherwise the unit is forced to assault one of the eligible units.

### *Emperor's Children Warband*

#### **Restrictions:**

- No models in this detachment may have marks of chaos except the Mark of Slaanesh, this means you cannot include units like Plague Marines and Thousand Sons in this detachment.

#### **Special Rules:**

- **Sonic Weaponry:** Any model may exchange a
  - Mutli-Melta/Hades Autocannon/Lascannon for Blastmaster - 0 pts
  - Autocannon/Twin-linked Heavy Bolter for a Blastmaster - 5 pts
  - Havoc Launcher for a Blastmaster - 8 pts
- **Night Vision, Outflank, and Acute Senses**
- **Dark Temptation:** Enemy models within 12" of a model from this detachment must take a Leadership check at the start of each of their movement phases, if failed they must move their allowed movement distance (6" for Infantry 12" for Bikes...) directly towards the closest non flyer/flying monstrous creature from this detachment.

### *Word Bearers Warband*

**Restrictions:** All units with the option to take a chaos icon, must do so.

#### **Special Rules:**

- **Bringer of the Word:** Dark Apostles in this detachment are Fearless.
- **Glory to the Dark Gods:** During deployment roll a D6 for each unit of Chaos Cultists and each Chaos Space Marine unit without a mark. On the roll of 1 nothing happens. On a roll of 2 the unit gains the mark of Khorne. On a roll of

3 the unit gains the mark of Tzeentch. On a roll of 4 the unit gains the mark of Nurgle. On a roll of 5 the unit gains the mark of Slaanesh. On a roll of 6 the character in the unit may roll once on the Chaos Mutation Table, re-rolling results of 2, 7 and 12.

#### Chaos Wargear List

##### Terminator Weapons

- A model wearing Terminator armour can replace his combi-bolter with one of the following:

- Combi-flamer, -melta or -plasma - 5 pts
- Power weapon - 0 pts
- Lightning claw - 5 pts
- Power fist - 15 pts
- Chainfist - 20 pts

- A model wearing Terminator armour can replace his power weapon with one of the following:

- Lightning claw - 5 pts
- Power fist - 15 pts
- Chainfist - 20 pts

##### Chaos Space Marine Objectives

If your primary detachment contains Chaos Space Marines replace tactical objective 11-16 with the Champions of Chaos tactical objective.

- **11-16. Champion of Chaos**

Score 1 Victory Point if you issued a challenge during your turn. During a turn in which you claim this objective any character that kills an enemy character in a challenge must roll once on the Eye of the Gods table.

#### The Forbidden Armoury

##### Chaos Icons

Friendly units do not scatter when they Deep Strike, so long as the first model is placed within 6" of a model with a Chaos Icon. The Chaos Icon must have been on the battlefield at the start of the turn in order for it to be used. Chaos Icons also have an additional effects, which are listed below.

### *Icon of Wrath*

Units with the Mark of Khorne only. All models with the Mark of Khorne in a unit equipped with an icon of wrath have the Hammer of Wrath special rule. When determining its charge range, a unit with this icon may re-roll the result.

### *Icon of Flame*

Units with the Mark of Tzeentch only. All weapons with "bolt" in their name carried by models with the Mark of Tzeentch in a unit equipped with an icon of flame have the Soul Blaze special rule.

### *Icon of Despair*

Units with the Mark of Nurgle only. All models with the Mark of Nurgle in a unit equipped with an icon of despair have the Fear special rule.

### *Icon of Excess*

Units with the Mark of Slaanesh only. All models with the Mark of Slaanesh in a unit equipped with an icon of excess have the Feel No Pain special rule.

### *Icon of Vengeance*

All models without a Mark of Chaos in a unit equipped with an Icon of Vengeance have the Zealot special rule.

### Champions of Darkness

- All non-vehicle models gain the **Stubborn** special rule.
- No models have the **Champions of Chaos** special rule.
- No models have the **Veterans of the Long War** special rule and no models may take it.
- Ignore the First Among Chosen, Nexus of Khorne, Master of the Rubricae and Lord of Decadence paragraphs.

HQ

### *Chaos Lord*

		WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
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Chaos Lord	60	7	5	4	4	3	5	3	10	3+	<b>Infantry (Character)</b>	1 Chaos Lord
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### Wargear:

- **Bolt pistol**
- **Close combat weapon**
- **Frag grenade**
- **Krak grenade**

### Special Rules:

- **Independent Character**
- **Fearless**

### Options:

- May take items from the **Ranged Weapons, Chaos Rewards, Mark of Chaos, Special Issue Wargear** and/or **Chaos Artefacts** sections of the wargear list or replace bolt pistol, close combat weapon, frag grenades and krak grenades for Terminator armour, power weapon and combi-bolter - 40 pts
- If Terminator armour is taken the Chaos Lord may take items from the **Terminator Weapons, Chaos Rewards** (except daemoniac steeds), **Mark of Chaos, Special Issue Wargear** and/or **Chaos Artefacts** sections of the wargear list.

### *Chaos Sorcerer*

		WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Chaos Sorcerer	60	5	4	4	4	2	4	2	10	3+	<b>Infantry (Character)</b>	1 Chaos Sorcerer

### Wargear:

- **Bolt pistol**
- **Close combat weapon**
- **Frag grenade**
- **Krak grenade**

### Special Rules:

- **Independent Character**

- **Psyker (Mastery Level 1)**

### **Psyker:**

Sorcerers generate their powers from the **Biomancy**, **Pyromancy** and **Telepathy** disciplines.

### **Options:**

- May take up to 2 additional Mastery Levels - 25 pts/level
- May take items from the **Ranged Weapons**, **Chaos Rewards**, **Mark of Chaos**, **Special Issue Wargear** and/or **Chaos Artefacts** sections of the wargear list or replace bolt pistol, close combat weapon, frag grenades and krak grenades for Terminator armour, Force weapon and combi-bolter - 25 pts
- If Terminator armour is taken the Chaos Sorcerer may take items from the **Terminator Weapons**, **Chaos Rewards** (except daemonic steeds), **Mark of Chaos**, **Special Issue Wargear** and/or **Chaos Artefacts** sections of the wargear list.

### *Daemon Prince*

		WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Daemon Prince	90 pts	9	5	6	6	4	8	5	9	-	<b>Monstrous Creature (Character)</b>	1 Daemon Prince

### **Special Rules:**

- **Fearless**
- **Daemon**

### **Options:**

- Must take one of the following special rules:

- Daemon of Khorne - 10 pts.

Daemons of Khorne have the Fearless, Daemon, Counter-attack, Rage and Preferred Enemy (Daemons of Slaanesh) special rules.

- Daemon of Tzeentch - 5 pts.

Daemons of Tzeentch have the Fearless, Daemon, Daemonic Instability and Preferred Enemy (Daemons of Nurgle) rules and may never summon units with the Daemon of Nurgle special rule. Models with the mark of Tzeentch may re-roll failed saving throws of 2.

- Daemon of Nurgle - 0 pts.

Daemons of Nurgle have the Fearless, Daemon, Shrouded, Slow and Purposeful and Preferred Enemy (Daemons of Tzeentch) rules and may never summon units with the Daemon of Tzeentch special rule. Models with the mark of Nurgle are armed with defensive grenades.

- Daemon of Slaanesh - 5 pts.

Daemons of Slaanesh have the Fearless, Daemon, Jink, Rending, Fleet, Swiftstride and Preferred Enemy (Daemons of Khorne) rules and may never summon units with the Daemon of Khorne special rule.

- **Swiftstride:**

Units with one or more models with this rule may run twice during the shooting phase. Vehicles, which are not walkers, gain the Fast vehicle type.

- Unless Daemon of Khorne is taken may take one of the following

- Mastery Level 1 Psyker - 25 pts.
- Mastery Level 2 Psyker - 50 pts.
- Mastery Level 3 Psyker - 75 pts.
- Mastery Level 4 Psyker (Daemon of Tzeentch only) - 100 pts.

- May be upgraded to a Flying Monstrous Creature (C) - 40 pts - 60 pts (if Daemon of Nurgle).
- May take a Sv 3+ - 35 pts - 60 pts (if Daemon of Tzeentch).

## Psyker:

- A Daemon Prince of Tzeentch generate powers from **Divination**, **Daemonology** **Malefic**, **Chaos** and **Change** disciplines.
- A Daemon Prince of Nurgle generate powers from **Biomancy**, **Daemonology** **Malefic**, **Chaos** and **Plague** disciplines.
- A Daemon Prince of Slaanesh generate powers from **Telepathy**, **Daemonology** **Malefic**, **Chaos** and **Decadence** disciplines.

## Dark Apostle

		WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
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Chaos Lord	90	7	5	4	4	3	5	3	10	3+	<b>Infantry (Character)</b>	1 Chaos Lord
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### Wargear:

- **Bolt pistol**
- **Close combat weapon**
- **Frag grenade**
- **Krak grenade**

### Special Rules:

- **Beseech the Dark Gods:** After deployment the Dark Apostle may roll once on the mutation table re-rolling results of 2, 7 and 12.
- **Demagogue:** All friendly units within 6" of a model with this special rule are leadership 10.
- **Independent Character**
- **Zealot**

### Options:

- May take items from the **Ranged Weapons**, **Chaos Rewards** (except daemonically steeds), **Mark of Chaos** and/or **Chaos Artefacts** sections of the wargear list.

### Warpsmith

		WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Warpsmith	80	4	5	4	4	2	4	2	10	2+	<b>Infantry (Character)</b>	1 Warpsmith

### Wargear:

- **Bolt pistol**
- **Power axe**
- **Frag grenade**
- **Krak grenade**
- **Mechatendrils**

A model armed with mechatendrils add +2 to its Attack characteristic. A model armed with mechatendrils may fire up to two weapons in the Shooting phase or when firing Overwatch.

## Special Rules:

- **Independent Character**
- **Master of Mechanisms:** In each of your Shooting phases a model with this special rule may choose to do one of the following instead of firing a single ranged weapon:

- Roll a D6 (add +1 if the the model is armed with mecha tendrils) on a 5+ you may restore a single Hull Point lost earlier in the battle to a friendly vehicle within 6", or remove an Immobilized or Weapon Destroyed result from a friendly vehicle within 6". While embarked upon a vehicle the model the Warpsmith may repair the vehicle he is embarked upon, but no other vehicles.

- Take a leadership test, if succesful all Ranged Weapons an enemy

- **Shatter Defences:** When you deploy your army you may select a number of terrain pieces up to the number of models in your army with this special rule, you may not select the same terrain piece multiple times. All terrain pieces selected in this way provide 1 less cover save than normal.

## Options:

- May take items from the **Ranged Weapons**, **Chaos Rewards** (except daemonic steeds), **Mark of Chaos** and/or **Chaos Artefacts** sections of the wargear list.

## Troops

### *Chaos Space Marine Squad*

		WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Chaos Space Marine	75 pts	4	4	4	4	1	4	1	8	3+	<b>Infantry</b>	4 Chaos Space Marines, 1 Aspiring Champion
Aspiring Champion		4	4	4	4	1	4	2	9	3+	<b>Infantry</b>	4 Chaos Space Marines, 1 Aspiring Champion

## Wargear:

- **Boltgun**
- **Bolt pistol**
- **Krak grenades**
- **Flak grenades**

- **Close combat weapon** (Aspiring Champion only)

### Special Rules:

- **Stubborn**

### Options:

- May include up to fifteen additional Chaos Space Marines - 13 pts/model
- Any Chaos Space Marine may do one of the following:
  - Take a close combat weapon - 1 pts/model
  - Replace boltgun with close combat weapon - 0 pt/model
- One Chaos Space Marine may replace bolt pistol with plasma pistol - 8 pts

#### Or replace boltgun with:

- Flamer - 5 pts
- Plasma gun - 10 pts
- Meltagun - 15 pts
- The unit may purchase one of the following Marks of Chaos
  - Mark of Khorne - 2 pt/model
  - Mark of Tzeentch - 2 pt/model
  - Mark of Nurgle - 3 pts/model
  - Mark of Slaanesh - 2 pts/model
- The unit may take a Chaos Rhino as a Dedicated Transport.

### Chaos Cultists

		WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Chaos Cultist	50 pts	3	3	3	3	1	3	1	7	6+	Infantry	9 Chaos Cultists, 1 Cultist Champion
Cultist Champion		3	3	3	3	1	3	2	8	6+	Infantry	9 Chaos Cultists, 1 Cultist Champion

### Wargear:

- **Autopistol**

- **Close combat weapon**

### Special Rules:

- **Stubborn**

### Options:

- May include up to twenty-five additional Chaos Cultists - 3 pts/model
- Any model may do one of the following:
  - Take a shotgun - 0,5 pts/model
  - Replace autopistol with autogun - 1 pt/model
- For every ten models in the unit, one Chaos Cultist may replace his autopistol with one of the following:
  - Heavy stubber - 5 pts
  - Flamer - 5 pts
- The unit may purchase one of the following Marks of Chaos
  - Mark of Khorne - 1 pt/model
  - Mark of Tzeentch - 1 pt/model
  - Mark of Nurgle - 1 pt/model
  - Mark of Slaanesh - 0,5 pts/model

### Elites

#### *Chosen Squad*

		WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Chosen	90 pts	5	5	4	4	1	4	2	9	3+	Infantry	4 Chosen, 1 Chosen Champion
Chosen Champion		5	5	4	4	1	4	2	9	3+	Infantry	

### Wargear:

- **Boltgun**
- **Bolt pistol**
- **Krak grenades**

- Flak grenades
- Close combat weapon

### Special Rules:

- **Stubborn**

### Options:

- May include up to five additional Chosen - 18 pts/model
- Up to four Chosen may choose one of the following:
  - Replace bolt pistol with plasma pistol - 8 pts/model
  - Replace close combat weapon with power weapon - 4 pts/model
  - Replace close combat weapon with lightning claw - 6 pts/model
  - Replace close combat weapon with power fist - 10 pts/model
  - Replace bolt pistol and boltgun with two lightning claws - 10 pts/model
  - Replace boltgun with combi-bolter - 3 pts
  - Replace boltgun with flamer or combi-flamer - 5/10 pts/model
  - Replace boltgun with combi-plasma - 10 pts/model
  - Replace boltgun with combi-melta - 10 pts/model
  - Replace boltgun with plasma gun - 10 pts/model
  - Replace boltgun with meltagun - 15 pts/model
- One Chosen may replace boltgun with one of the following:
  - Flamer - 5 pts
  - Heavy bolter - 10 pts
  - Autocannon - 10 pts
  - Plasma gun - 10 pts
  - Missile launcher with 1/2/3 ammunition types - 13/17/20
  - Meltagun - 15 pts
  - Lascannon - 20 pts
- One Chosen Squad in each Detachment may take flesh armour - 8 pts/model

A model armed with flesh armour has Sv 2+.

- Any Chosen Squad which is not armed with flesh armour may take the **Infiltrate** special rule - 3 pts/model
- Chosen Champion may take items from the **Melee Weapons** and/or **Ranged Weapons** sections of the wargear list.
- Chosen Champion may take a gift of mutation - 10 pts

A model armed with a gift of mutation may roll once on the mutation table before the game begins, re-rolling results of 2,7 and 12.

- Chosen Champion may take melta bombs - 5 pts
- The unit may purchase one of the following Marks of Chaos

- Mark of Khorne - 2 pt/model
- Mark of Tzeentch - 2 pt/model
- Mark of Nurgle - 3 pts/model
- Mark of Slaanesh - 2 pts/model

- One model may take one of the following Chaos Icons:

- Icon of wrath (models with Mark of Khorne only) - 20 pts
- Icon of flame (models with Mark of Tzeentch only) - 15 pts
- Icon of despair (models with Mark of Nurgle only) - 10 pts
- Icon of excess (models with Mark of Slaanesh only) - 35 pts
- Icon of vengeance (models without a Mark of Chaos only) - 25 pts

- The unit may take a Chaos Rhino as a Dedicated Transport.

### *Chaos Terminators*

WS 5, BS 5, T 5.

- Base cost - 105 pts
- Additional Chaos Terminators - 35 pts/model
- Lightning claw/pair of lightning claws - 5 pts
- Power fist - 5 pts
- Chain fist - 10 pts
- Nurgle - 10 pts/model

### *Possessed*

		WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Possessed	150 pts	4	4	4	4	2	4	2	10	3+	<b>Beast</b>	<b>4 Possessed, 1 Possessed Champion</b>
Possessed Champion		4	4	4	4	2	4	3	10	3+	<b>Beast (Character)</b>	

### **Special Rules**

- **Daemon**
- **Fearless**

- **Rending**
- **Vessels of Chaos:** Roll a D6 for each unit with this special rule at the start of the game. On a roll of a 1 or 2 all models in the unit adds two to its Strength characteristic. On a roll of 3 or 4 the unit gains the **Rampage** special rule. On a roll of 5 or 6 the unit is armed with a power swords.

## Options

- May add up to fifteen Possessed - 30 pts/model
- The Possessed Champion may take favour the gods - 20 pts

A unit that includes a model with favour of the gods may re-roll its result on the Vessels of Chaos table.

- The unit may take one of the following:
  - Mark of Khorne - 6 pts/model
  - Mark of Tzeentch - 5 pts/model
  - Mark of Nurgle - 6 pts/model
  - Mark of Slaanesh - 5 pts/model
- One model may take one of the following Chaos Icons:
  - Icon of wrath - 15 pts
  - Icon of Flame - 5 pts
  - Icon of Despair - 5 pts
  - Icon of Excess - 40 pts
  - Icon of Vengeance - 25 pts
- May take a Chaos Rhino as a Dedicated Transport.

## *Helbrute*

120 pts

- Gains the **Move Through Cover**, **Daemon**, **Daemonforge** and **It Will Not Die** special rules.

## *Mutilators*

Have the Fearless rule.

- Now have the Swiftstrike rule.

**Swiftstrike:** If this model has the mark of Slaanesh it may attack at Initiative 4 with Unwieldy weapons.

*Khorne Berzerkers*

Now has the Rampage rule.

- Chainaxe

Range	S	AP	Type
-	+1	4	Melee

*Plague Marines*

- Initial squad cost - 110
- Additional models - 21 pts/model

*Noise Marines*

- Initial squad cost - 70
- Additional models - 14 pts/model
- Sonic blaster - 2 pts/model

Range	S	AP	Type
-	x	5	Assault 2, Blind, Concussive, Pinning, Sensory Overload

**Sensory Overload:** A unit that is hit by a weapon with this rule must take an initiative for each hit suffered, units with Acute Sense must Re Roll failed Initiative tests. The unit suffers a single wound with AP 5 for each succesful Initiative test. Weapons with this rule have no effect on vehicles.

- For every 5 models in the unit one Noise Marine may take a blast master - 20 pts

Fast Attack

### *Chaos Bikes*

- Initial squad cost - 65
- Additional models - 19 pts/model
- Khorne - 3 pts/model
- Nurgle - 8 pts/model
- Slaanesh - 3 pts/model

### *Chaos Spawn*

- 28 pts/model
- Khorne - 3 pts/model
- Tzeentch - 13 pts/model
- Nurgle - 10 pts/model
- Slaanesh - 4 pts/model

### *Chaos Hell Blade*

		BS	FA	SA	RA	HP	Unit Type	Composition
Hell Blade	100 pts	3	10	10	10	2	Vehicle (Flyer)	1 Hell Blade

### **Wargear:**

- **Two reaper autocannons**

Range	S	AP	Type
36"	7	4	Heavy 2, Twin-linked, Rending

- **Daemonic Possession**

Vehicles armed with a Daemonic Possession ignore the result of Crew Shaken and Crew Stunned results on the vehicle damage table on the roll of a 2+.

When a unit embarks upon a vehicle armed with a Daemonic Possession roll a D6. On a 1 a single model from the unit (chosen by the chaos player) is removed from the game and the vehicle immediately regains a single hull point lost earlier in the battle.

Vehicles armed with a Daemonic Possession Ballistic Skill is changed 3 and they gain the **Daemon** and **Daemonforge** special rules.

### Daemonforge:

For one Shooting or Assault phase per game, the model may re-roll all failed To Wounds rolls and all failed armour penetration rolls. At the end of that phase, roll a D6; lose a Hull Point (no saves) if you roll a 1.

### Special Rules:

- **Supersonic**
- **Baleful Abbaration:** During the movement phase, before moving this vehicle you may reposition it anywhere within D6+2" facing the same direction.

### Options:

- May replace two twin-linked autocannons with two twin-linked hellstorm cannons - 25 pts

Range	S	AP	Type
36"	7	4	Heavy 3, Twin-linked, Rending

### Chaos Hell Talon

		BS	FA	SA	RA	HP	Unit Type	Composition
Hell Talon	160 pts	3	10	10	10	4	Vehicle (Flyer)	1 Hell Talon

### Wargear:

- **Twin-linked lascannon**

Range	S	AP	Type
48	7	1	Heavy 1, Lance, Fleshbane, Piercing Power

**Piercing Power:** Any weapon with this special rule rolls 2D6 and chooses the highest result when rolling for armour penetration.

- **Reaper autocannon**

Range	S	AP	Type
36"	7	4	Heavy 2, Twin-linked, Rending

- **Eight Pyrax incendiary bombs**

Range	S	AP	Type
Bomb	5	4	Heavy 1, Blast, Ignores Cover

- **Daemonic Possession**

Vehicles armed with a Daemonic Possession ignore the result of Crew Shaken and Crew Stunned results on the vehicle damage table on the roll of a 2+.

When a unit embarks upon a vehicle armed with a Daemonic Possession roll a D6. On a 1 a single model from the unit (chosen by the chaos player) is removed from the game and the vehicle immediately regains a single hull point lost earlier in the battle.

Vehicles armed with a Daemonic Possession Ballistic Skill is changed 3 and they gain the **Daemon** and **Daemonforge** special rules.

**Daemonforge:**

For one Shooting or Assault phase per game, the model may re-roll all failed To Wounds rolls and all failed armour penetration rolls. At the end of that phase, roll a D6; lose a Hull Point (no saves) if you roll a 1.

**Special Rules:**

- **Supersonic**

- **Baleful Abbaration:** During the movement phase, before moving this vehicle you may reposition it anywhere within D6+2" facing the same direction.
- **Strafing Run**

### Options:

- May replace reaper autocannon with one of the following:

- Havoc launcher - 0 pts
- Hellstorm autocannon - 15 pts

Range	S	AP	Type
36"	7	4	Heavy 3, Twin-linked, Rending

- May replace any Pyrax incendiary bomb with one of the following:

- Warp-pulse bomb 15 pts/bomb

Range	S	AP	Type
-	2	2	Bomb 1, Large Blast, Blind, Haywire

- Alchem cluster bomb - 10 pts/bomb

Range	S	AP	Type
-	*	5	Bomb 3, Barrage, Blast, Poisoned

- Baletalon shatter charge - 0 pts/bomb

Range	S	AP	Type
-	8	4	Bomb 3, Unguided

**Unguided:** A weapon with this special rule is resolved like a Vecotr Strike. Each shot fired by this weapon inflicts a single hit on a 6+.

## *Raptors*

- 65 pts
- Additional models - 13 pts/model
- Up to four Raptors may take one of the following:

- Flamer - 5 pts/model  
- Meltagun - 15 pts/model  
- Plasma gun - 10 pts/model

## *Warp Talons*

- Additional models - 20 pts/model
- Tzeentch - 4 pts/model
- Slaanesh - 6 pts/model

## *Helldrake*

		BS	FA	SA	RA	HP	Unit Type	Composition
Helldrake	170 pts	3	12	12	12	4	Vehicle (Flyer, Hover)	1 Helldrake

## **Wargear:**

- **Hades autocannon**

Range	S	AP	Type
36"	8	4	Heavy 4, Pinning

- **Daemonic Possession**

Vehicles armed with a Daemonic Possession ignore the result of Crew Shaken and Crew Stunned results on the vehicle damage table on the roll of a 2+.

When a unit embarks upon a vehicle armed with a Daemonic Possession roll a D6. On a 1 a single model from the unit (chosen by the chaos player) is removed from the game and the vehicle immediately regains a single hull point lost earlier in the battle.

Vehicles armed with a Daemonic Possession Ballistic Skill is changed 3 and they gain the **Daemon** and **Daemonforge** special rules.

## Daemonforge:

For one Shooting or Assault phase per game, the model may re-roll all failed To Wounds rolls and all failed armour penetration rolls. At the end of that phase, roll a D6; lose a Hull Point (no saves) if you roll a 1.

## Special Rules:

- **It Will Not Die**
- **Meteoric Descent:** A model with this special rule can make Vector Strikes as if it were a Swooping Flying Monstrous Creature, these Vector Strikes are resolved at Strength 7 AP -.

## Options:

- May replace Hades autocannon with baleflamer - 30 pts

Range	S	AP	Type
Template	6	3	Heavy 1, Torrent

Heavy Support

*Havocs*

- Missile Launcher w. one munition type - 13 pts
- Missile Launcher w. two munition types - 17 pts
- Missile Launcher w. three munition types - 20 pts

*Obliterator*

- **Obliterator Weapons:** Now also includes Grav-cannon. Missile launcher includes all three types, you can keep on firing the missile launchers by using a different ammunition each round.

Range	S	AP	Type
24	*	2	Salvo 2/3, Concussive, Graviton

- Khorne - 2 pts/model
- Nurgle - 15 pts/model

### *Defiler*

		WS	BS	S	FA	SA	RA	I	A	HP	Unit Type	Composition
Defiler	200 pts	3	3	8	13	13	11	3	3	4	Vehicle (Walker)	1 Defiler

### **Wargear:**

- **Ravager Cannon**

Range	S	AP	Type
72	8	3	Primary Weapon 1, Large Blast

- **Reaper Autocannon**

Range	S	AP	Type
36	7	4	Heavy 2, Twin-linked

- **Twin-linked heavy flamer**

Range	S	AP	Type
Template	5	4	Assault 1

- **Two Destroyer Fists**

Range	S	AP	Type
-	D	1	Melee, Colossal

**Colossal:** Attacks made with this weapon are carried out at Initiative 1, even if the model using it is a Walker.

- **Daemonic Possession**

Vehicles armed with a Daemonic Possession ignore the result of Crew Shaken and Crew Stunned results on the vehicle damage table on the roll of a 2+.

When a unit embarks upon a vehicle armed with a Daemonic Possession roll a D6. On a 1 a single model from the unit (chosen by the chaos player) is removed from the game and the vehicle immediately regains a single hull point lost earlier in the battle.

Vehicles armed with a Daemonic Possession Ballistic Skill is changed 3 and they gain the **Daemon** and **Daemonforge** special rules.

**Daemonforge:** For one Shooting or Assault phase per game, the model may re-roll all failed To Wounds rolls and all failed armour penetration rolls. At the end of that phase, roll a D6; lose a Hull Point (no saves) if you roll a 1.

- **Searchlight**
- **Smoke Launchers**

**Special Rules:**

- **Fleet**
- **Daemon**
- **It Will Not Die**
- **Rampant Destruction:** This model may target a different unit with each of it's ranged weapons. This model may not assault a unit which it has not fired upon during a turn in which it has fired a weapon.

*Plague Hulk of Nurgle*

		WS	BS	S	FA	SA	RA	I	A	HP	Unit Type	Composition
Plague Hulk	170 pts	3	2	6	13	13	11	2	4	4	Vehicle (Walker)	1 Plague Hulk

**Wargear:**

- **Rancid vomit**

Range	S	AP	Type
Template	5	3	Assault 1, Poisoned (3+)

- **Rot cannon**

Range	S	AP	Type
36"	6	3	Ordnance 1, Rending, Large Blast

- **Power fist**

### Special Rules:

- **Daemon**
- **Daemon of Nurgle:** Models with this special rule have the **Shrouded**, **Slow** and **Purposeful** and **Preferred Enemy (Daemons of Tzeentch)**
- **Rampant Destruction:** This model may target a different unit with each of it's ranged weapons. This model may not assault a unit which it has not fired upon during a turn in which it has fired a weapon.

*Forgefiend*

150 pts.

*Chaos Land Raider*

		BS	FA	SA	RA	HP	Unit Type	Composition
Land Raider	235 pts	4	14	14	14	4	Vehicle (Tank, Fast, Transport)	1 Land Raider

### Wargear:

- **Twin-linked heavy bolter**
- **Two twin-linked lascannons**

- **Searchlight**
- **Smoke launchers**

### Special Rules:

- **Assault Vehicle**
- **Move Through Cover**
- **Massive:** Models with this special rule counts as having the Heavy type for the purpose of ramming.

### Transport:

- **Transport Capacity:** Ten models.
- **Fire Points:** None
- **Access Points:** The Land Raider has one Access Point on each side of the hull and one at the front.

### Options:

- May take items from the **Chaos Vehicle Equipment** list.

Lords of War

*Huron Blackheart*

		WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Huron Blackheart	210 pts	9	10	4	4	4	5	4	10	3+	Infantry (C)	1 Unique

### Wargear:

- **Combat Familiar**

A model armed with a combat familiar can make D6 additional attacks at S 4 AP - each round of close combat.

- **Frag Grenades**
- **Krak Grenades**
- **Power Axe**
- **Heavy Flamer**

- **Sigil of Corruption:** A model armed with a Sigil of Corruption has a 4+ Invulnerable save.
- **Orbital Bombardment**

Range	S	AP	Type
Infinite	10	1	Ordnance 1, Barrage, Large Blast, One Use Only, Orbital, Chaotic Bombardment

**Orbital:** If an arrow is rolled on the scatter dice when firing a weapon that has this special rule, the shot always scatters the full 2D6" regardless of the firing model's Ballistic Skill. In addition, firing an Ordnance weapon that has this special rule does not prevent the firing model from declaring a charge against the target unit in the same turn. **Chaotic Bombardment:** Before firing this weapon roll a d6, on a 5+ change this weapon to Ordnance 2, on the roll of a 1; your opponents may fire the weapon at any target in your army, ignoring line of sight.

- **The Tyrant's Claw:**

Range	S	AP	Type
-	+2	3	Melee, Armourbane, Shred, Specialist Weapon

### Special rules:

- **Fearless**
- **Independent Character**
- **Psyker (Mastery Level 1)**
- **The Hamadrya:** Huron Blackheart must generate new psychic powers each turn after the first, these psychic powers must be generated from a different discipline than the one he used in the previous turn.
- **Feel No Pain (6+):**
- **Fear**
- **Pirate Lord of the Red Corsairs:** Any detachment including Huron Blackheart must choose the Red Corsairs legion tactic.

**Psyker:** Huron Blackheart generate his powers from the **Biomancy**, **Pyromancy** and **Divination** disciplines.

*Abaddon the Despoiler*

- WS 9, BS 10, T 4, I 5, before the marks of Nurgle and Slaanesh.
- Is armed with an Apocalyptic Bombardment
- **Orbital Strike**

Range	S	AP	Type
Infinite	10	1	Ordnance 1, Barrage, Massive (7") Blast, One Use Only, Orbital, Chaotic Bombardment

**Orbital:** If an arrow is rolled on the scatter dice when firing a weapon that has this special rule, the shot always scatters the full 2D6" regardless of the firing model's Ballistic Skill. In addition, firing an Ordnance weapon that has this special rule does not prevent the firing model from declaring a charge against the target unit in the same turn. **Chaotic Bombardment:** Before firing this weapon roll a d6, on a 5+ change this weapon to Ordnance 2, on the roll of a 1; your opponents may fire the weapon at any target in your army, ignoring line of sight.

*Chaos Warmonger*

- 110 pts
- Chaos Lord with WS 9, A 4, 4 W
- Is armed with a Chaotic Bombardment
- **Orbital Strike**

Range	S	AP	Type
Infinite	10	1	Ordnance 1, Barrage, Large Blast, One Use Only, Orbital, Chaotic Bombardment

**Orbital:** If an arrow is rolled on the scatter dice when firing a weapon that has this special rule, the shot always scatters the full 2D6" regardless of the firing model's Ballistic Skill. In addition, firing an Ordnance weapon that has this special rule does

not prevent the firing model from declaring a charge against the target unit in the same turn. **Chaotic Bombardment:** Before firing this weapon roll a d6, on a 5+ change this weapon to Ordnance 2, on the roll of a 1; your opponents may fire the weapon at any target in your army, ignoring line of sight.

### *Chaos Knight*

		WS	BS	S	FA	SA	RA	I	A	HP	Unit Type	Composition
Chaos Knight	375 pts	4	4	10	13	12	12	4	3	6	Vehicle (Super-heavy Walker)	1 Chaos Knight

### **Wargear:**

- **Heavy stubber**

Range	S	AP	Type
36"	4	6	Heavy 3

- **Reaper chainsword**

Range	S	AP	Type
-	D	2	Melee

- **Thunderstrike gauntlet**

Range	S	AP	Type
-	D	2	Melee, Hurl, Massive

**Massive:** Attacks made using a weapon with this special rule are resolved at Initiative 1, even if the user is a Walker or Super-heavy Walker.

**Hurl:** If a model destroys an enemy Monstrous Creature or Vehicle using a thunderstrike gauntlet, that model may immediately throw the Monstrous Creature/Vehicle using the following profile. After the shooting attack has been resolved the destroyed model is removed from the table. Any embarked unit on the destroyed vehicle must emergency disembark before the Transport is thrown.

Range	S	AP	Type
-	*	-	Heavy 1, Large Blast, The Bigger They Are...

**The Bigger They Are...:** The Strength of this attack is equal to the Toughness value of the Monstrous Creature or half the front armour value of the vehicle being throw.

- **Ion shield**

When a model armed with an Ion Shield is deployed and at the start of each enemy Shooting Phase choose front, left, rear or right side of each model armed with an Ion Shield. A model armed with an Ion Shield has a 4+ invulnerable save against all Shooting Attacks conducted against the chosen direction. Ion shields have no effect on weapons with the Barrage special rule.

**Special Rules:**

- **Move Through Cover**
- **Knight Stomp:** Replace the 6 result on the stomp table with the 2-5 result, except carried out at S D AP 2.

**Options:**

- May replace thunderstrike gauntlet with one of the following:

- Rapid-fire battle cannon and heavy stubber - 50 pts

	Range	S	AP	Type
Rapid-fire battle cannon	72"	8	3	Ordnance 2, Large Blast

- Thermal cannon - 45 pts

Range	S	AP	Type
36"	8	1	Heavy 1, Large Blast, Melta

- Avenger gatling cannon and heavy flamer - 50 pts

	Range	S	AP	Type
Avenger gatling cannon	36"	6	3	Heavy 12, Rending
Heavy flamer	Template	5	4	Assault 1

- May replace reaper chainsword with one of the following:

- Rapid-fire battle cannon and heavy stubber - 50 pts  
 - Thermal cannon - 45 pts  
 - Avenger gatling cannon and heavy flamer -50 pts  
 - Foe-reaper chainsword - 10 pts

Range	S	AP	Type
-	D	2	Melee, Foe-reaper

**Foe-reaper:** When resolving attacks against Monstrous Creatures and Walkers with a weapon with this special rule you may re-roll results of 1 on the destroyer table.

- May be upgraded to a Daemonic Titan of Khorne - 50 pts

Models with the Deamonic Titan of Khorne upgrade have the **Daemon Hatred (Daemons of Slaanesh and Rage)** special rules and may re-roll the number of stomps they make.

- May be upgraded to a Daemonic Titan of Tzeentch - 65 pts

Models with the Deamonic Titan of Tzeentch upgrade have the **Daemon Hatred (Daemons of Nurgle)** special rules and may re-roll To Hit rolls of 1 and any heavy stubbers they are armed with gain the **Soul Fire** special rule.

- May be upgraded to a Daemonic Titan of Nurgle - 75 pts

Models with the Deamonic Titan of Nurgle upgrade have the **Daemon Hatred (Daemons of Tzeentch It Will Not Die)** special rules.

- May be upgraded to a Daemonic Titan of Slaanesh - 50 pts

Models with the Deamonic Titan of Slaanesh upgrade have the **Daemon Hatred (Daemons of Khorne)** special rules. All models with a Leadership value in combat with a Daemonic Titan of Slaanesh at the start of the Fight sub-phase must pass a Leadership test with a -2 modifier or reduce their Initiative value to 1 for the duration of that Fight sub-phase.

The Forbidden Armoury

Changed Ranged Weapons

*Combi-bolter*

Range	S	AP	Type
24	4	5	Rapid Fire, Shred, Rending, Twin-linked

*Heavy Bolter*

Range	S	AP	Type
36	5	4	Salvo 2/3, Shred

*Lascannon*

Range	S	AP	Type
48	7	1	Heavy 1, Lance, Fleshbane, Piercing Power

**Piercing Power:** Any weapon with this special rule rolls 2D6 and chooses the highest result when rolling for armour penetration.

### *Meltagun*

- Unless otherwise noted in this document change the cost in all entries to - 15 pts

Range	S	AP	Type
12	8	1	Rapid Fire

### *Multimelta*

Range	S	AP	Type
24	8	1	Heavy 1, Melta

### *Plasma Gun*

- Unless otherwise noted in this document change the cost in all entries to - 10 pts

Range	S	AP	Type
24	7	3	Rapid-Fire, Gets Hot, Shred

### *Plasma Cannon*

Range	S	AP	Type
36	7	3	Salvo 1/2, Gets Hot, Blast

### *Havoc Launcher*

Range	S	AP	Type
36	4	-	Heavy 1, Twin-linked, Blast, Ignores Cover, Havoc

**Havoc:** A unit that assaults a unit which has been hit by a weapon with the Havoc rule previously this turn does not suffer penalties for charging through terrain, though it must still subtract 2" from its charge distance. A unit which has been hit by a weapon with the Havoc rule cannot perform Overwatch for the rest of the turn.

*Missile launcher*

	Range	S	AP	Type
- Krak Missile	48	8	2	Heavy 1
- Frag Missile	48	4	4	Heavy 1, Blast
- Flakk Missile	48	8	2	Heavy 1, Skyfire